Subject: Re: Array variable in extended memory - IDL
Posted by rivers on Tue, 13 Dec 1994 05:41:43 GMT
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In article <alport.4.0012D345@ph.und.ac.za>, alport@ph.und.ac.za writes:
> I am trying to integrate the Data Translation DT2871 frame grabber into IDL.
> The problem is that the frame grabber is memory mapped and leaves the digital
> image in extended memory in the form of three (RGB) 256k arrays beginning at
> $A00000. Is there any way that I can define an IDL variable that can either
> directly access this memory space or easily copy it to a normal IDL variable.
> It would be really great to be able to manipulate this memory space directly.
> Any ideas please?
>

You can do a quick and dirty job by writing an external C routine which copies the data to IDL variables, and calling this routine with CALL_EXTERNAL.

A more elegant solution is to write an IDL device driver for the board. That way you can draw IDL plots on the frame grabber, use DEVICE to capture images, use TVRD() to read back images from the frame grabber, use TVLCT to load color tables, etc. I have done this for an Imaging Technology frame grabber and it works great.

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